

**VERSION WITH MARKINGS TO SHOW CHANGES MADE**

**IN THE CLAIMS**

Please amend the claims as follows:

1. (Amended) A method of identifying game players and game moves,  
comprising:

dialing at a first communication terminal, a telephone number of a second  
communication terminal;

establishing a communications link between said first and second terminals;

activating at each of said terminals, a game mode to play a game between a first  
player associated with said first terminal and a second player associated with said second  
terminal;

displaying at each of said terminals, a telephone number of said first terminal;

and

displaying at each of said terminals, said dialed telephone number while said  
telephone number of said first terminal is being displayed.

4. (Amended) The method of claim 2, wherein the step of receiving said  
instruction from said authorized player ~~said received instruction comprises~~ receiving  
from said authorized player at least one dual tone multi-frequency (DTMF) signal.

5. (Amended) The method of claim 2, wherein the step of indicating at each of  
said terminals comprises ~~said authorized player is indicated by~~ sequentially activating  
and deactivating one of said first and second indicators at each of said terminals.

6. (Amended) The method of claim 2, wherein the steps of activating the first and second indicators ~~said first and second indicators~~ comprises activating color coded light emitting diodes (LEDs).

7. (Amended) The method of claim 1, wherein the step of dialing at the first communication terminal ~~comprises dialing at least one of said terminals is a~~ speakerphone.

8. (Amended) The method of claim 1, wherein the step of dialing at the first communication terminal ~~comprises dialing at least one of said terminals is a~~ wireless telephone.

9. (Amended) The method of claim 1, wherein conversing parties associated with said terminals ~~can~~ spontaneously set up and play a game without substantially interfering with an ongoing conversation over said communications link.

10. (Amended) A method of identifying game players and game moves, comprising:

receiving at a second communication terminal, a telephone number of a first communication terminal;

establishing a communications link between said first and second terminals;

activating at each of said terminals, a game mode to play a game between a first

player associated with said first terminal and a second player associated with said second terminal;

displaying at each of said terminals, said received telephone number; and

displaying at each of said terminals, a telephone number of said second terminal while said received telephone number is being displayed.

13. (Amended) The method of claim 11, wherein the step of receiving said instruction from said authorized player ~~said received instruction comprises~~ receiving from said authorized player at least one dual tone multi-frequency (DTMF) signal.

14. (Amended) The method of claim 11, wherein the step of indicating at each of said terminals comprises ~~said authorized player is indicated by~~ sequentially activating and deactivating one of said first and second indicators at each of said terminals.

15. (Amended) The method of claim 11, wherein the steps of activating the first and second indicators ~~said first and second indicators comprises~~ activating color coded light emitting diodes (LEDs).

16. (Amended) The method of claim 10, wherein the step receiving at the second communication terminal, the telephone number of the first communication terminal comprises the step of receiving at a speakerphone, the telephone number of the first communication terminal ~~at least one of said terminals is a speakerphone.~~

17. (Amended) The method of claim 10, wherein the step receiving at the second communication terminal, the telephone number of the first communication terminal comprises the step of receiving at a wireless telephone, the telephone number of the first communication terminal~~at least one of said terminals is a wireless telephone.~~

18. (Amended) The method of claim 10, wherein conversing parties associated with said terminals ~~can~~ spontaneously set up and play a game without substantially interfering with an ongoing conversation over said communications link.

19. (Amended) Apparatus for identifying game players and game moves, comprising:

means for dialing at a first communication terminal, a telephone number of a second communication terminal;

means for establishing a communications link between said first and second terminals;

means for activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

means for displaying at each of said terminals, a telephone number of said first terminal; and

means for displaying at each of said terminals, said dialed telephone number while said telephone number of said first terminal is being displayed.

27. (Amended) The apparatus of claim 19, wherein conversing parties associated with said terminals can spontaneously set up and play a game without substantially interfering with an ongoing conversation over said communications link.

28. (Amended) Apparatus for identifying game players and game moves, comprising:

means for receiving at a second communication terminal, a telephone number of a first communication terminal;

means for establishing a communications link between said first and second terminals;

means for activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

means for displaying at each of said terminals, said received telephone number; and

means for displaying at each of said terminals, a telephone number of said second terminal while said received telephone number is being displayed.

36. (Amended) The apparatus of claim 28, wherein conversing parties associated with said terminals can spontaneously set up and play a game without substantially interfering with an ongoing conversation over said communications link.

37. (Amended) A method of identifying game players and game moves,  
comprising:

receiving at a second communication terminal, a telephone number of a first  
communication terminal;

displaying at each of said terminals, said received telephone number; and

displaying at each of said terminals, a telephone number of said second terminal  
while said received telephone number is being displayed.

38. (Amended) Apparatus for identifying game players and game moves,  
comprising:

means for receiving at a second communication terminal, a telephone number of  
a first communication terminal;

means for displaying at each of said terminals, said received telephone number;  
and

means for displaying at each of said terminals, a telephone number of said  
second terminal while said received telephone number is being displayed.

39. (Amended) A method of identifying game players and game moves,  
comprising:

dialing at a first communication terminal, a telephone number of a second  
communication terminal;

displaying at each of said terminals, a telephone number of said first terminal;  
and

displaying at each of said terminals, said dialed telephone number while said telephone number of said first terminal is being displayed.

40. (Amended) \_\_\_\_\_ Apparatus for identifying game players and game moves, comprising:

means for dialing at a first communication terminal, a telephone number of a second communication terminal;

means for displaying at each of said terminals, a telephone number of said first terminal; and

means for displaying at each of said terminals, said dialed telephone number while said telephone number of said first terminal is being displayed.

44. (Amended) \_\_\_\_\_ A method of identifying game players and game moves, comprising:

receiving an instruction from one of a plurality of terminals;

determining at each of said terminals, from which terminal said received instruction originated; and

displaying at each of said terminals, a game move corresponding to said received instruction and originating terminal, wherein said game move is displayed on one or more keys of a keypad used to dial telephone numbers.

Please cancel Claim 45 without prejudice.

47. (Amended) The method of claim 44, wherein the step of receiving the instruction from one of the plurality of terminals comprises receiving the instruction from at least one of said terminals is a speakerphone.

48. (Amended) The method of claim 44, wherein the step of receiving the instruction from one of the plurality of terminals comprises receiving the instruction from at least one of said terminals is a wireless telephone.

49. (Amended) The method of claim 44, wherein the step of receiving the instruction from one of the plurality of terminals comprises receiving the instruction from at least one of said terminals is a walkie talkie.

50. (Amended) The method of claim 44, wherein the step of receiving the instruction from one of the plurality of terminals comprises receiving the instruction from at least one of said terminals is a wireless toy.

51. (Amended) The method of claim 44, wherein the step of receiving the instruction from one of the plurality of terminals comprises receiving the instruction from at least one of said terminals is a transceiver.

52. (Amended) Apparatus for identifying game players and game moves,  
comprising:

means for receiving an instruction from one of a plurality of terminals;



means for determining at each of said terminals, from which terminal said received instruction originated; and

means for displaying at each of said terminals, a game move corresponding to said received instruction and originating terminal, wherein said game move is displayed on one or more keys of a keypad used to dial telephone numbers.

Please cancel Claim 53 without prejudice.